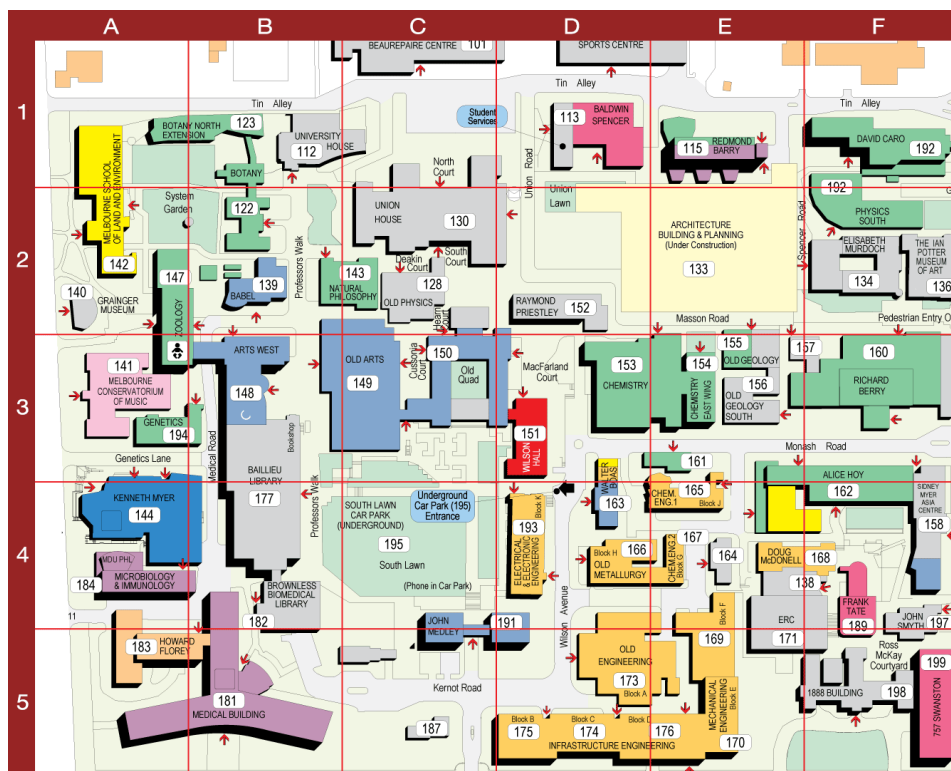


THE FINAL BATTLE

These Romans are crazy!

They have invaded the indomitable academic village and are engaged in skirmishes all over campus. But without Asterix or Obelix, will the villagers resist the attack or will the Romans conquer our peaceful hamlet and find the stockpile of magic potion?

THE BATTLEFIELD



List of buildings

- E2 Architecture
- B2 Babel
- E3 Chemistry (East Wing)
- F4 Doug McDonnell
- A3 Genetics
- F2 Ian Potter Museum of Art
- B5 Medical Building
- A3 Melbourne Conservatorium of Music
- D4 Metallurgy
- A4 Microbiology and Immunology
- C3 Old Quadrangle
- F2 Physics South
- E1 Redmond Barry
- F3 Richard Bery
- F4 Sidney Myer Asia Centre
- C4 South Lawn
- C4 Underground Car Park
- C2 Union House
- D3 Wilson Hall
- A2 Zoology

INSTRUCTIONS

Soldiers begin at their respective buildings and engage in turn-based combat. Each "turn" comprises three stages: *Attack*, *Clean-up* and *Movement*:

Attack phase

- During this phase, all non-moving soldiers deal damage to every enemy of the opposition army within their grid square.
- Each attack instance is determined according to the damage chart to the right and is applied simultaneously between all combatants.

Clean-up phase

- During this phase, all soldiers with 0 HP or below are removed from battle.

Movement phase

- During this phase, soldiers designated for movement are relocated 1 grid square in the direction indicated in the movement chart to the right.

The battle ceases at the moment when one single soldier remains. Email the name of this soldier, their residual HP, and their final grid coordinates to puzzlehunt@ms.unimelb.edu.au for confirmation.

DAMAGE CHART

A - 8	H - 9	O - 2	V - 1
B - 7	I - 3	P - 2	W - 2
C - 8	J - 4	Q - 1	X - 3
D - 6	K - 2	R - 5	Y - 1
E - 1	L - 3	S - 1	Z - 4
F - 3	M - 1	T - 1	
G - 2	N - 1	U - 1	

MOVEMENT

